

Floraman

A New Sapient Race?

Published in World Science and Biology

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August 7, 2080

<I met a new guy that was a little green. I thought that the orc was just that, but I later realized that he was bleeding green. I think he was one of these things.> Skeptical Runner

Description

The Floraman looks like a small orc or a large troll with a green tint to the skin and a darker green hint to the hair. These creatures seem to be sapient, able to fit in with society. Anyone that meets one will think they are talking to an orc or troll.

<You sure it's not just an orc or troll that dyed their hair?> Elven Master

<Could be, or it could be this new race. Who knows?> T. B. Dill

History

There is no known history for this race.

Post Awakened (2011)

The first suspected finding of this creature is from a Dr. Sedric Pock, who had hired a shadowrun team to assist with a transfer to a new employer. His interview after the failed attempt he described a greenish colored troll who took three shots to the head. The troll stood up and fled back into the shadows. The blood splatter was greenish and sticky like a sap. The date of the interview was September 11, 2079. The doctor hasn't been seen since.

<It was a failed attempt and that scientist was removed from circulation.> Drake Security

<Are you just confirming what was written here?> Questioning Fool

< Yes.> Drake Security

<HEHEHE All too funny> Clone 367 of Laughing man

<Wow, um, clone 367... this is getting weird> Yacco

<Deleted 37.989MP> Arguing not needed. -Admin

Current Territory

The few reported sightings have all been in the metroplexes around the world. The first being seen in Amazonia, just outside of the jungle. One spotted in Seattle and a third in Germany during a failed extraction of a Saeder Krup scientist. There is no known territory for these creatures. <Fun, these fraggers could be anywhere.> Sasha the Fearful

Why the interest?

Corporations would love to see what could have brought a plant to be able to mimic orcs and trolls. There is little else known about these creatures. DNA tests from the blood splatters all show a myriad of different plants. Nothing tells why they have become sapient. None have been seen astraly as far as anyone knows. <Saeder Krup will gladly pay double the asking rate for a live sample of this plant. Contact me to get the info. {Link Broken}> Drake Security

<And why would anyone reading this trust a corp?> Put your name here _Yeah Right

Possible similar species

It is unknown if there are any other species or variants of these creatures.

Floraman (Min/Orc/Troll)

B	A	R	S	W	L	I	C	E	Ess	Magic
3/7/9	1/6/6	1/6/6	2/7/8	1/6/6	1/6/6	1/6/5	1/5/5	1/5/5	6	2/8/8

Initiative: 1D6+

Limits: Physical Mental Social

Powers: Regeneration (When planted), Immunity (airborn agents)

Weakness: Vulnerability (Fire), Vulnerability (Herbicides)

Gamemasters Note:

These creatures are a little different from our previous critters, they are sapient, intelligent, and could be used as a house rule player character. To choose a Floraman, Race must be purchased during character creation the same way a Troll is purchased.

These creatures are very magical, even the weakest of them start with 2 in magic, and cannot get cyber or bioware implants. As they don't have any bones or nervous system, there is nowhere for the cyber/bioware to be attached.

The Floraman are masked asturally, seeming to be a mundane orc or troll. The magic that these creatures possess is different from any other magic known to all of metakind. It is similar to shamatic magic, but seems to be only of a natural type. Spells that are not in the standard grimoire but follow a more nature type are common. They also have illusion spells, making them blend into their surroundings, confuse predators, and help them confuse their prey.

These creatures, like plants, need sunlight and nutrients from the ground. They can eat and drink like other creatures, but without the added benefits. For regeneration to occur, they must plant their feet into the ground and sleep in the sunlight. It is believed that most of these creatures can take the shape of a tree in the local area to stay hidden during the rest cycle. An uninterrupted rest cycle (6+hours) will completely heal the creature from all wounds except fire wounds. These injuries will take 2x's as long to heal no matter how treated.

Due to their unique genetic makeup, they can't use bio scanners, hand print scanners, retinal scanners or the like. The computer will not know how to scan them. These creatures don't have fingerprints, veins in the eyes, or any other known animal traits. Their cells are squared off like a plant's cell.

If you decide to run a Floraman, let us know what you think. Send an email to digitaldoom@shadowrunsurvivalguide.com and tell us how it went!